Applicant : Miroslav Cina   Attorney's Docket No.: 13913-119001 / 2003P00359
Serial No. : 10/734,511   US
Filed   : December 12, 2003
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Amendments to the Claims:

       This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A computer program product, tangibly embodied in a machine-readable storage device, the computer program product being operable to cause data processing apparatus to perform operations comprising:

       displaying, on a display device, a transaction screen containing data for a transaction, the transaction being a set of actions that either commits or aborts, where user-provided data is required for the transaction;

       waiting to receive a user response providing data for the transaction in ~~user input to~~ the transaction screen; and

       automatically refreshing the transaction screen with updated data if user input to the transaction screen is not received within a pre-determined period of time.

2. (Previously Presented) The product of claim 1, wherein refreshing the transaction screen if user input is not received within a pre-determined period of time comprises:

       starting a timer that times out after a pre-determined period of time has lapsed;

       once the timer times out, simulating user input requesting that the transaction screen be refreshed; and

       refreshing the transaction screen with updated data in response to the simulated user input.

3. (Original) The product of claim 2, wherein:

       the data processing apparatus includes a client and a server;

       displaying a transaction screen is performed by the client; and

       simulating user input is performed by the server.

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4. (Original) The product of claim 3, wherein the server is a transaction processing application whose execution involves multiple phases including:

    a first phase that involves displaying a transaction screen;

    a second phase that involves waiting for user interaction with the transaction screen; and

    a third phase that involves processing user interaction with the transaction screen.

5. (Currently Amended) A method comprising:

    displaying, on a display device, a transaction screen containing data for a transaction, the transaction being a set of actions that either commits or aborts, where user-provided data is required for the transaction;

    waiting to receive a user response providing data for the transaction in ~~user input to~~ the transaction screen; and

    automatically refreshing the transaction screen with updated data if user input to the transaction screen is not received within a pre-determined period of time.

6. (Previously Presented) The method of claim 5, wherein refreshing the transaction screen if user input is not received within a pre-determined period of time comprises:

    starting a timer that times out after a pre-determined period of time has lapsed;

    once the timer times out, simulating user input requesting that the transaction screen be refreshed; and

    refreshing the transaction screen with updated data in response to the simulated user input.

7. (Currently Amended) The method of claim 6 [[5]], wherein:

    displaying a transaction screen is performed by a client; and

    simulating user input is performed by a server.

8. (Original) The method of claim 7, wherein the server is a transaction processing application whose execution involves multiple phases including:

a first phase that involves displaying a transaction screen;

a second phase that involves waiting for user interaction with the transaction screen; and

a third phase that involves processing user interaction with the transaction screen.

9. (Currently Amended) A system ~~An apparatus~~ comprising:

means for displaying, on a display device, a transaction screen containing data for a transaction, the transaction being a set of actions that either commits or aborts, where user-provided data is required for the transaction;

means for waiting to receive a user response providing data for the transaction in ~~user input to~~ the transaction screen; and

means for automatically refreshing the transaction screen with updated data if user input to the transaction screen is not received within a pre-determined period of time.

10. (Currently Amended) The system ~~apparatus~~ of claim 9, wherein the means for refreshing the transaction screen if user input is not received within a pre-determined period of time comprises:

means for starting a timer that times out after a pre-determined period of time has lapsed;

means for, once the timer times out, simulating user input requesting that the transaction screen be refreshed; and

means for refreshing the transaction screen with updated data in response to the simulated user input.

11. (Currently Amended) The system ~~apparatus~~ of claim 10 [[9]], further comprising a server and a client and wherein:

the means for displaying a transaction screen is part of the client; and

the means for simulating user input is part of the server.

12. (Currently Amended) The system apparatus of claim 11, wherein the server is a transaction processing system whose execution involves multiple phases including:

    a first phase that involves displaying a transaction screen;

    a second phase that involves waiting for user interaction with the transaction screen; and

    a third phase that involves processing user interaction with the transaction screen.

13. (Currently Amended) A computer program product, tangibly embodied in a machine-readable storage device , the computer program product being operable to cause data processing apparatus comprising a client and a server to perform operations comprising:

    displaying[[,]] on a display device of the client, a transaction screen received from the server, the transaction screen containing data for a transaction; and

    waiting to receive user input to the transaction screen; and

    if a user input to the transaction screen is not received by the server within a pre-determined period of time, automatically refreshing the transaction screen on the client with updated data by simulating user input requesting that the transaction screen be refreshed.

14. (Previously Presented) The product of claim 13, wherein simulating user input requesting that the transaction screen be refreshed comprises:

    starting a timer that times out after a pre-determined period of time has lapsed;

    once the timer times out, simulating user input requesting that the transaction screen be refreshed; and

    refreshing the transaction screen with updated data in response to the simulated user input.

15. (Canceled)

16. (Currently Amended) The product of claim 13 [[15]], wherein the server is a transaction processing application whose execution involves multiple phases including:

    a first phase that involves displaying a transaction screen;

    a second phase that involves waiting for user interaction with the transaction screen; and

    a third phase that involves processing user interaction with the transaction screen.

17. (Currently Amended) A method comprising:

displaying[[,]] on a display device of a client, a transaction screen received from a server, the transaction screen containing data for a transaction; and

~~waiting to receive user input to the transaction screen; and~~

if a user input to the transaction screen is not received by the server within a pre-determined period of time, automatically refreshing the transaction screen on the client with updated data by simulating user input requesting that the transaction screen be refreshed.

18. (Previously Presented) The method of claim 17, wherein simulating user input requesting that the transaction screen be refreshed comprises:

starting a timer that times out after a pre-determined period of time has lapsed;

once the timer times out, simulating user input requesting that the transaction screen be refreshed; and

refreshing the transaction screen with updated data in response to the simulated user input.

19. (Canceled)

20. (Currently Amended) The method of claim 17 [[19]], wherein the server is a transaction processing application whose execution involves multiple phases including:

a first phase that involves displaying a transaction screen;

a second phase that involves waiting for user interaction with the transaction screen; and

a third phase that involves processing user interaction with the transaction screen.

21. (Currently Amended) A system An apparatus comprising:

    a server;

    a client, the client including:

        _____means for displaying[[,]] on a display device of the client, a transaction screen
received from the server, the transaction screen containing data for a transaction; and

        means for waiting to receive user input to the transaction screen; and

        the server including:

        _____means for automatically refreshing the transaction screen on the client with
updated data if a user input to the transaction screen is not received by the server within a pre-
determined period of time by simulating user input on the server requesting that the transaction
screen be refreshed.

22. (Currently Amended) The system apparatus of claim 21, wherein the means for
automatically refreshing the transaction screen if user input is not received within a pre-
determined period of time comprises:

        means for starting a timer that times out after a pre-determined period of time has lapsed;

        means for, once the timer times out, simulating user input requesting that the transaction
screen be refreshed; and

        means for refreshing the transaction screen with updated data in response to the simulated
user input.

23. (Canceled)

24. (Currently Amended) The system apparatus of claim 21 [[23]], wherein the server is a
transaction processing system whose execution involves multiple phases including:

        a first phase that involves displaying a transaction screen;

        a second phase that involves waiting for user interaction with the transaction screen; and

        a third phase that involves processing user interaction with the transaction screen.